

Stephanie Keske

UX designer/developer — I use my background in creative technology to design, prototype and test digital interactions, build intuitive front-end interfaces, and make sense of complex workflows and information hierarchies for engineers and non-technical users alike.

Experience

Acorns — Portland, Oregon

Front-end/UX Engineer

JUNE 2018 - JUNE 2020

- Collaborated with product managers and UI designers to define and build MVP feature flows for Acorns' public-facing web-app and embedded mobile webviews as well as internal admin tools; advocated for usability requirements and accessibility standards.
- Analyzed qualitative survey research for the Chrome Extension product; strategized and conducted prototype-based user testing; collaborated on design of new search feature.
- Contributed to design, prototyping, and development of interactive Later Year-in-Review feature; implemented analytics funnel tracking and analyzed data showing ~800% CTA conversion improvement over existing email campaign.
- Led webapp implementation of feature rollout system and A/B testing framework using Optimizely; strategized, designed, and wrote ongoing UI/UX tests.

LAIKA Entertainment — Hillsboro, Oregon

Pipeline TD/Software Designer

MARCH 2013 - MAY 2018

- Designed, prototyped, and built enterprise scheduling and asset management tools and devised database workflows to support the production of Academy Award-nominated films *Missing Link* (2019), *Kubo* (2016) and *The Boxtrolls* (2014).
- Strategized and implemented workflow scaling and automation techniques to facilitate the studio's goal of running multiple productions concurrently.
- Led UI/UX design initiatives for the Production Technology department; conducted user research and story mapping sessions; guided the design of a new asset tracking tool and redesign of a key high-volume publishing tool; collaborated with a wide spectrum of technical and non-technical users in usability testing sessions and prototype evaluation.

Professional Development

Civic Software Foundation — Portland, Oregon

UX Architect/Front-end Developer

OCTOBER 2019 - PRESENT

Designed and prototyped a front-end ingestion tool for spatial data, to be used by civic organizations to understand and share complex map-based information.

Designlab

APRIL - MAY 2018

Online mentor-supported course in *Interaction Design*

UX Night School — Portland, Oregon

APRIL - MAY 2017

Five-week seminar facilitated by Amelia Abreu (uxnightschool.com), with hands-on training in *Planning UX Projects*, *Interviewing Users*, *Accessibility and Usability*, and *Designing Services*

Education

Texas A&M University — College Station, Texas

Master of Science, Visualization, GPA: 4.000

MAY 2014

Thesis: *Communicating for Creative Success in Remote Collaborative Work*

Bachelor of Science, Visualization, GPA: 3.934

MAY 2010

Summa Cum Laude

skeske@gmail.com

www.skeske.com

www.linkedin.com/in/skeske/

Portland, Oregon (open to remote/relo)

Skills

User Experience Design

Information Architecture, Diagramming, Task Flows, High- and Low-Fidelity Prototyping

Graphics/Prototyping

Figma, Sketch, Abstract, InVision, Photoshop, OmniGraffle

Programming

JavaScript, React, GraphQL, SASS/CSS, Segment, Optimizely, Braze, Python, PyQt, Processing/Arduino, Git

Talks

300 Seconds 2020

Portland, Oregon

Tricks or Treats: Using UX Dark Patterns for Good

Autodesk University 2017

Shanghai, China

Shotgun in Production at LAIKA

Eurographics 2013

Cagliari, Italy

Evaluation of Students' Skills in Remote Collaboration for Creative Problem Solving Computer Graphics

ACM SIGGRAPH 2011

Vancouver, Canada

CG on the High Seas: Translating Scientific Content for a Public Audience